Using Your

Sierra®

Security System

With LED Keypad
S5030, S5031, S5032

C&K® SYSTEMS

Contents

1 Overview

Your Security System 1
How Your Security System Works 2
Your System's Programming 3
Getting Used to Your System 3
Quick Guide to Your Keypad 4
Understanding the Lights (LEDs 5
Emergency Keys 6

2 User Codes and Privileges

About User Codes and User Numbers 7
How to Enter a User Code 7
How to Assign or Change User Codes 8
How to Correct a User Code Entry 10
How to Delete a User Code 10
Types of User Codes 11
Master User Code 11
Basic User Code 11
Kidwatch Code 12
Maid Code 14
Temporary Maid Code 15
Duress Code 16
Relay Code 16
Selecting the Right User Number 17

3 Arming and Bypassing

How the Arming Modes Differ 18
Quick Arming Modes 18
Exit Delay 19
Full Arming 19
Quick Full-Arming 19
Home Arming 20
Quick Home-Arming 20
Instant Home-Arming 21
Quick Instant Home-Arming 21
Automatic (Timed) Arming 22

Arming with Not-Ready Zones 23
Bypassing 24
Quick Bypassing 25
Optional Arming Features 26
Canceling an Arming Sequence 27

4 Disarming and Alarms

Entry Delays 28
Disarming 28
Automatic (Timed) Disarming 29
Canceling an Alarm 30
After an Alarm 30
How to Prevent False Alarms 31
Optional Alarm Features 32

5 System Settings

How to Set the Calendar and Clock 33
How to Turn the Warning Tone On/Off 35
How to Turn the Chimes On/Off 35
How to Turn the Backlight On/Off 36
How to Change the Relay 1 Days 37
How to Change the Relay 2 Days 38
How to Change the Relay 3 Days 39
How to Change the Relay 4 Days 39

6 System Maintenance

How to Walk-Test the System 40
How to Use Event Memory 41
How to Test the Bells and Sirens 44
To Start a Remote Programming Session 45
How to Test the Battery 46

Common System Messages 47
Troubleshooting Service Conditions 48

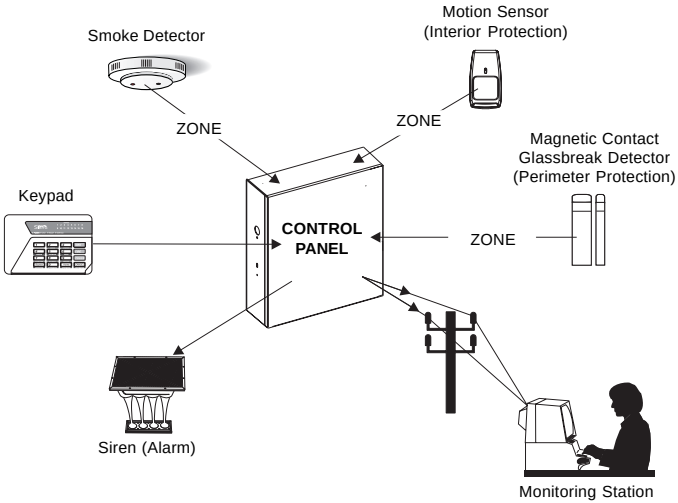
7 Partitioning

What Areas Do 51
How Areas Affect User Codes 53
Pre-Assigned User Numbers 54
Changing Area User Codes 54
How Areas Affect the System 55

8 Notes

System Configurations 56
Where to Place Smoke Detectors 58
How to Evacuate in an Emergency 59
Glossary of Terms 61

Your Security System



Your security system includes a number of detection devices, such as **magnetic contacts**, **glassbreak detectors, smoke detectors**, and **motion sensors.** These devices identify alarm conditions and report them to the **control panel**. If programmed, the control panel sounds an alarm. The control panel also communicates with you (through the **keypad**) and with a **monitoring station** (through a telephone hook-up).

Each region monitored by a sensor (or group of sensors) is known as a **zone**. Most zones will trigger an alarm only when the system is armed. Other sensors, such as smoke detectors, can trigger an alarm at any time. Your system's zones are identified on a label placed inside the door of your keypad.

Monitoring station personnel respond to system messages, and notify emergency personnel as needed. A monitoring service is an optional part of a security system.

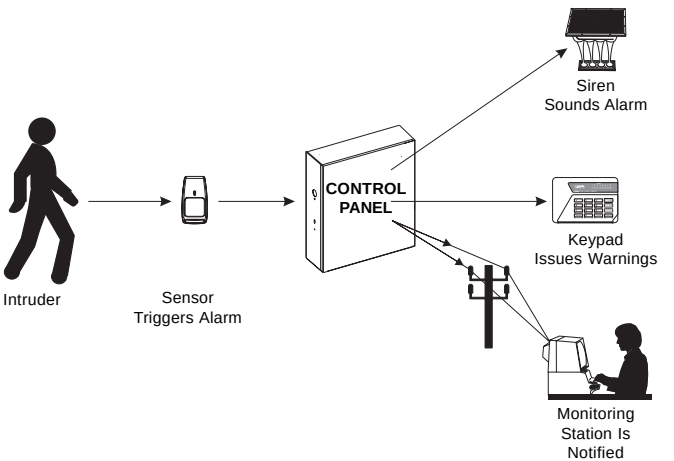
How Your Security System Works

When an intruder enters the building, a detection device is triggered. The device sends a message to the control panel. The device may have LEDs (lights) that flash.

The control panel responds by sounding the alarm. (Alarm sounds vary. If your system is programmed for silent alarms, no bells sound.) A message is sent to the keypad and, if connected, to the monitoring station.

The keypad blinks its LEDs. Personnel at the monitoring station confirm the alarm and respond accordingly.

Some alarms can be canceled before the siren sounds and the monitoring station is notified. See Section 4 for more information.



Your System's Programming

Your Sierra security system has been customized to suit your needs. Besides selecting the best equipment for your building, your installer has programmed your system to operate in a way that reflects your lifestyle. For example, your system may be programmed to recognize special user codes, to arm and disarm automatically, or to report to a monitoring station.

Throughout this manual, you will find descriptions of features that may have been programmed into your system. To see how your system was programmed, refer to the checklist in Section 8.

Getting Used to Your System

Your security system can be programmed for a learning period that can last from one to 31 days. With this option, you can practice using your system without causing any false alarms. Refer to Section 8 to see if this learning period was programmed into your system.

During the learning period, your system does two things differently. First, during an alarm, you do not hear any sirens or bells. Second, if you have a monitoring station hook-up, your system does not notify the station of an alarm.

After the learning period is over, your system automatically begins to function normally. If programmed, sirens and bells sound during an alarm, and the monitoring station receives information over the telephone hook-up.

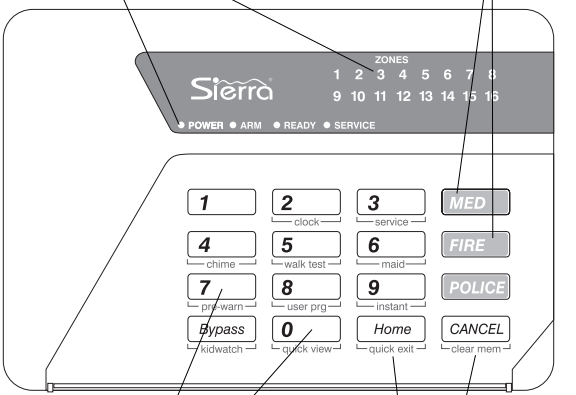
IMPORTANT: Your building is not fully protected from actual alarms during the learning period.

Quick Guide To Your Keypad

The drawing below identifies and explains the important features of your LED keypad.

Keypad Lights (LEDs)
Describes the system's status, such as:
—if the system is ready to arm
—if an alarm has occurred
—if a zone is faulted
—other specialized information
(See next page.)

Emergency Keys
To notify your monitoring station of an emergency, press and hold these keys for two seconds until you hear an alarm. (Keys must be pre-programmed.)



Numeric Keys
Used to enter codes and perform other functions

Secondary Function "Keys"
Consists of the labels beneath the numeric keys. These keys allow you to change system settings. To activate, press and hold the numeric key above the label for two seconds until you hear two beeps.

Understanding the Lights (LEDs)

Your keypad has a number of LEDs that summarize the status of your security system. Each LED can convey several different messages by being on, off, or blinking. The illustration shows what messages the lights communicate.

LED Blink Rates

Slow: light blinks twice every three seconds
Fast: light blinks three times every two seconds
Uneven: light blinks for three seconds, then pauses for two seconds

Power LED

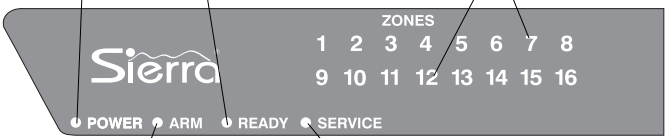
If on, the system's power supply is normal.
If off, the keypad is drawing power from the battery.
If blinking slowly, the battery is low (call for service).

Ready LED

If on, the system can be armed.
If off, a problem exists which may prevent arming.

Zone LEDs

If off, the zone is normal.
If on, a sensor in the zone detects a problem. (The zone is said to be faulted.)
If blinking fast, a sensor in the zone is signaling an alarm, or the zone's sensor has been tampered with.
If blinking slowly, the zone is bypassed.
If blinking unevenly, a sensor in the zone may need service. (This is called a trouble zone.)



Arm LED

If on, the system is armed.
If off, the system is disarmed.
If blinking fast, the system is about to arm; leave the building.
If blinking slowly, you have time to cancel an alarm, before it sounds.
If blinking unevenly, system is armed with instant arming.

Service LED

If on, a system component is malfunctioning and may need service.
If off, all system components are normal.

If all of the LEDs are blinking, enter your user code.

Emergency Keys

Your keypad is equipped with three emergency keys. *The keys do not function unless your installer activated them.* If activated, these keys are a one-button way to inform your monitoring station of a medical emergency, a fire, or a crime in progress.

Depending upon how your system is programmed, an alarm may sound when an emergency key is pressed. **To cancel the alarm, press the [CANCEL] key and enter your user code.**

To Use Emergency Keys:

1. To report a medical emergency, press and hold the [MED] key for 2 seconds.

2. To report a fire, press and hold the [FIRE] key for 2 seconds.

3. To report a crime in progress, press and hold the [POLICE] key for 2 seconds.

About User Codes and User Numbers

You can assign a different user code and user number to each person who operates the system. Your security system supports up to 60 users.

If you prefer, you can assign only one user code and user number to a group of users. This is not recommended, since it will then be impossible to determine which individual gave a specific command.

A **user code** is a secret four-digit number, used to arm and disarm the system, and possibly to make other changes. You cannot assign the same user code to more than one user number. It is important to remember your user code, and to keep it secret.

Every individual who has a user code is also assigned a two-digit **user number**. When you change or delete a user code, you are asked for the user number.

How to Enter a User Code

To enter a user code, simply press the four numbers in succession. Do not pause for more than five seconds between numbers.

How to Assign or Change User Codes

User codes can be created or changed as often as you like. Any code you select must be four digits long. You cannot use 0000, or assign the same code to more than one user number. Avoid codes that are easy to guess, like 1234. The default master user code (user number 1) is 5832. For security reasons, be sure to change this code to a different number. Do not assign the code 5832 to another user.

Your LED keypad does not display the user code assigned to a user number. However, if your system has an alphanumeric or icon keypad, you can use these keypads to view the user codes which have been assigned to the system's users.

If you make a mistake while assigning a user code, you may correct it by repeating the procedure.

Be sure to record the user codes, and keep these records in a safe place.

To Assign or Change a User Code:

1. Press and hold the [8 [user prg]] key for 2 seconds until you hear two beeps.

2. Enter the master user code. Next, enter the 2-digit user number you wish to change. To determine the next available user number, press the [Home] key.

   The zone LEDs light to identify the next available user number. Compare the pattern of lit zone LEDs to the chart on the next page to determine the user number.

3. Enter the new 4-digit user code. The display changes to indicate the next available user number.

4. To exit, press and hold the [CANCEL] key for 2 seconds.

When you are changing a user code, the zone LEDs light to identify which two-digit user number you have selected. Match your keypad's LED pattern to the charts below to identify the user number.

No.	Lit LED Pattern
1	12345678
2	12345678
3	12345678
4	12345678
5	12345678
6	12345678
7	12345678
8	12345678
9	12345678
10	12345678
11	12345678
12	12345678
13	12345678
14	12345678
15	12345678
16	12345678
17	12345678
18	12345678
19	12345678
20	12345678
21	12345678
22	12345678
23	12345678
24	12345678
25	12345678
26	12345678
27	12345678
28	12345678
29	12345678
30	12345678

No.	Lit LED Pattern
31	12345678
32	12345678
33	12345678
34	12345678
35	12345678
36	12345678
37	12345678
38	12345678
39	12345678
40	12345678
41	12345678
42	12345678
43	12345678
44	12345678
45	12345678
46	12345678
47	12345678
48	12345678
49	12345678
50	12345678
51	12345678
52	12345678
53	12345678
54	12345678
55	12345678
56	12345678
57	12345678
58	12345678
59	12345678
60	12345678

How to Correct a User Code Entry

You will know that you entered an incorrect code when the system does not complete your command. As a security feature, your keypad does not beep when you enter an incorrect user code. If you make a mistake entering the user code, simply re-enter the code.

To Correct a User Code Entry:

1. Re-enter code.

How to Delete a User Code

You may delete a code by changing that code to 0000. Follow the procedure for assigning or changing a user code.

To Delete a User Code:

1. Change the user code to 0000, following the procedure for assigning or changing a user code.

TIP	Some security systems include wireless keyfobs and remotes, used to arm and disarm the system. If a keyfob or remote is lost, you can protect your building by deleting its assigned user code.

Types of User Codes

This section identifies the types of user codes your system may recognize. At the top of each user code section, you will see a checklist like this:

Standard Code _X_
Optional Code ___
Active Certain Days/Times ___

Items on this checklist followed by an "X" are features of the user code.

Master User Code

Standard Code _X_
Optional Code ___
Active Certain Days/Times ___

The master user can arm and disarm the system, and can make other changes, such as disabling your system's features, and changing user codes.

Basic User Code

Standard Code _X_
Optional Code ___
Active Certain Days/Times ___

Depending upon how your system was programmed, basic users may have rights to arm, disarm, or bypass zones.

Kidwatch Code

Standard Code ___
Optional Code _X_
Active Certain Days/Times _X_

Designed for parents whose children come home first, this option allows you to be notified if your child is not home by a certain time. You can be notified by pager, by an automated telephone call, or by your monitoring station. (Not all monitoring stations offer this service.)

The Kidwatch Code is a four-digit code that you can change or delete like any other user code. The code is assigned to user number 11. It allows your children to disarm the system, and can be programmed to allow them to arm or bypass zones.

How it works. After arriving home on a day when Kidwatch is active, your children disarm the system by entering the Kidwatch Code. If they do not enter the code by a given time, you are notified.

(continued)

To Change Kidwatch Days :

1. Press and hold the [Bypass] [kidwatch] key for 2 seconds until you hear two beeps. All of the zone LEDs blink.

2. Enter the master user code. The zone LEDs of your keypad light to show which days of the week Kidwatch is active. The zone 1 LED stands for Sunday; zone 2, for Monday, and so on. If the LED is lit, the use of the Kidwatch Code is monitored on that day.

3. Press the corresponding number of the day you wish to switch on or off. The appropriate LED turns on or off, to reflect the change.

4. To exit, press the [CANCEL] key.

Changing Kidwatch Days. You have the option of changing which days Kidwatch is in effect. To do so, follow the procedure on the previous page.

Reviewing Kidwatch Use. You can review the times that Kidwatch Codes were used to arm and disarm your system by viewing Event Memory. See Section 6 for more information.

Turning Kidwatch On and Off. Kidwatch can be turned on and off. When Kidwatch is turned off, you are no longer notified of the use of the Kidwatch Code. Otherwise, the Kidwatch Code works as before. If you turn Kidwatch on or off, it remains that way until you change it back.

Kidwatch Setup. See Section 8 for the specifics of how the Kidwatch Code was set up on your system.

To Turn Kidwatch On/Off:

1. Press and hold the [Bypass] [kidwatch] key for 2 seconds until you hear two beeps.

2. Enter the master user code. If Kidwatch is turned on, the zone 8 LED is on. If Kidwatch is turned off, the zone 8 LED is off.

3. Press the [8] key to turn Kidwatch on or off.

4. To exit, press the [CANCEL] key.

Maid Code

Standard Code ___
Optional Code _X_
Active Certain Days/Times _X_

Unlike other user codes, which work any day of the week, the Maid Code works only on certain days of the week.

The Maid Code is a four-digit user code that you can change or delete like any other user code. Your installer must have programmed your system to accept a Maid Code. For systems without multiple areas (as described in Section 7), the code is assigned to user number 13. It allows an individual to arm and disarm the system on specific days.

How it works. Arriving at the building during a day when the Maid Code is active, the maid can disarm the system by entering the Maid Code. Upon leaving the building, the maid can arm the system by entering the same code.

For the specifics of how the Maid Code was set up on your system, see Section 8.

To Change Maid Days:

1. Press and hold the [6] [maid] key for 2 seconds until you hear two beeps. All of the zone LEDs blink.

2. Enter the master user code. The zone LEDs of your keypad light to show which days of the week the Maid Code is active. The zone 1 LED stands for Sunday; zone 2, for Monday, and so on. If the LED is lit, the code works that day.

3. Press the corresponding number of the day(s) you wish to switch on or off. The appropriate LED turns on or off, to reflect the change.

4. To exit, press the [CANCEL] key.

Temporary Maid Code

Standard Code ___
Optional Code _X_
Active Certain Days/Times _X_

As the preceding section shows, the Maid Code can be programmed to work on certain days of the week only. If you prefer, however, you can set the Maid Code to work for the next few hours, regardless of the day of the week. The number of hours the Maid Code works depends upon your system's programming.

The Temporary Maid Code, like the Maid Code, is assigned to user number 13.

See Section 8 for the specifics of how your system was programmed.

To Start the Maid Code Timer:

1. Press and hold the [6] [maid] key for 2 seconds until you hear two beeps. All of the zone LEDs blink.

2. Enter the master user code.

3. Press the [8] key until the Zone 8 LED lights.

4. To exit, press the [CANCEL] key. The Maid Code will now work for the next few hours.

Duress Code

Standard Code ___
Optional Code _X_
Active Certain Days/Times _X_

If an intruder forces you to disarm your system, this optional code sends a silent signal to alert monitoring station personnel that you are in danger.

For systems without multiple areas (as described in Section 7), the duress code is assigned to user number 15. You can change or delete this code like any other user code.

To Use the Duress Code:

1. Enter the four-digit code.

   Your system appears to disarm normally. However, a message is sent to your monitoring station that you are in danger.

Relay Code

Standard Code ___
Optional Code _X_
Active Certain Days/Times ___

A relay code acts like a switch. When you enter this code, a device that is connected to the control panel is turned on or off. For example, your system can be programmed to switch the exterior lights of your building on or off when you enter a relay code. Relay codes must be programmed into your system by the installer.

The relay code is a four-digit code that you can change or delete like any other user code. If you delete the relay code, you will no longer be able to use this feature. For systems without multiple areas (as described in Section 7), the relay code is assigned to user number 14.

Selecting the Right User Number

At installation, each user number is assigned rights and privileges. For example, user number 18 may have the right to arm, disarm, and bypass zones. This is true even if, in this example, there is no user 18 using the system. Thus, when you assign a user code to a new user, *be sure that you select a user number with the privileges you want that user to have.* Your installer should have provided you with specific information about how your system was configured. Refer to this information to select the proper user number.

How the Arming Modes Differ

Your security system can be armed in a number of ways, to suit different situations. These modes are summarized below.

Full Arming. You cannot be inside the building when it is armed with full-arming. If sensors detect movement within a building, or at the building's perimeter, an alarm sounds.

Home Arming (optional): You can be inside the building when it is armed with home-arming. If someone enters the building through a protected door, you must enter a user code, or an alarm sounds.

Instant Home-Arming (optional). You can be inside the building when it is armed with instant home-arming. If someone enters the building through a protected door, an alarm sounds instantly.

Automatic Arming (optional). Your system can be pre-programmed to arm and disarm at preset times and days. You cannot be inside the building when it is automatically armed. (See Note 1 on page 62.)

Quick Arming Modes

If your system is programmed for quick arming, you do not need to enter your user code before arming begins. Refer to Section 8 to determine if your system was programmed for quick arming.

Quick arming does not affect how your system behaves once it is armed. For example, there is no difference in the way a system armed with home-arming or quick home-arming protects you.

Exit Delay

An exit delay is the amount of time you have to exit and secure the building, once your security system begins to arm. These delays last from 20 to 255 seconds, depending upon how your system was programmed.

During the exit delay, the Arm LED blinks. The keypad may beep; if so, it beeps faster during the last ten seconds. If any zones are faulted (not ready to be armed), the corresponding zone LED lights and the Ready LED is off.

Full Arming

Interior armed	**_X_**
Perimeter armed	**_X_**
Exit allowed	**_X_**
Requires user code	**_X_**
Automatically arms	___
No entry allowed	___

When your system is armed with full arming, both the perimeter and interior zones are armed. You are allowed a specific time to enter or exit the building before an alarm sounds. See Section 8 for the entry and exit delay settings programmed into your system.

Quick Full-Arming. If your system is programmed for quick full-arming, you do not need to enter a user code.

To Arm the System with Full Arming:

1. Make sure the Ready LED is lit. Enter your user code. Exit and secure the building.

To Arm the System with Quick Full-Arming:

1. Press and hold the [Home] [quick exit] key for 2 seconds until you hear two beeps. Exit the building.

Home Arming

Interior armed ___
Perimeter armed _X_
Exit allowed _X_
Requires user code _X_
Automatically arms ___
No entry allowed ___

With home arming, you can remain inside a building while its perimeter sensors (such as doors and windows) are armed. No alarm sounds if a sensor detects movement within the building.

Your system might be programmed for a home arming exit delay option. This means that one or more individuals can leave the building during the exit delay.

Quick Home-Arming. If your system is programmed for quick home-arming, you do not need to enter a user code.

To Home Arm the System:

1. Make sure the Ready LED is lit.

2. Press the [Home] key and enter your user code. If your system is programmed with an exit delay, you can now leave. While the system is home-armed, the Arm LED is lit, and the interior LEDs blink.

To Arm the System with Quick Home-Arming:

1. Make sure the Ready LED is lit.

2. Press the [Home] key. If your system is programmed with an exit delay, you can now leave.

Instant Home-Arming

Interior armed ___
Perimeter armed _X_
Exit allowed ___
Requires user code _X_
Automatically arms ___
No entry allowed _X_

With instant home-arming, an alarm sounds the *instant* a sensor on the building's perimeter detects a problem. The interior sensors are not armed.

Before anyone can open a door or window, the system must first be disarmed.

To prevent false alarms, use instant home-arming **only** when you are sure no system user will open a protected door or window.

Quick Instant Home-Arming. If your system is programmed for quick instant home-arming, you do not need to enter a user code.

To Arm the System with Instant Home-Arming:

1. Make sure the Ready LED is lit.

2. Enter your user code, and press and hold the [9] [instant] key for 2 seconds until you hear two beeps. The keypad beeps twice. The Arm LED and the interior zone LEDs blink. Your system is immediately instant home-armed.

To Arm the System with Quick Instant Home-Arming:

1. Press and hold the [9] [instant] key for 2 seconds until you hear two beeps. Your system is immediately instant home-armed.

Automatic (Timed) Arming

Interior armed _X_
Perimeter armed _X_
Exit allowed _X_
Requires user code ___
Automatically arms _X_
No entry allowed ___

Your system can automatically arm itself at preset times of the day.

At two minutes and again at one minute before the Automatic Arming sequence begins, the siren sounds. Then, the exit delay begins. You must leave the building during the exit delay, or an alarm sounds.

You can postpone the Automatic Arming sequence by one hour. When the siren sounds two minutes before arming occurs, press the [CANCEL] key, then enter your user code.

You can change the days that Automatic Arming occurs by following the procedure to the right. To stop Automatic Arming, turn off all of the Automatic Arming days. To change the times that arming occurs, contact your installer. (See Note 1 on page 62.)

To Change Automatic Arming Days:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code.

2. Press the [Bypass] key **six times** until you see the following:

   1 2 3 4 5 **6 7 8**

3. Press the [Home] key. The zone LEDs light to indicate the days when Automatic Arming occurs. The zone 1 LED represents Sunday, etc. A lit LED means arming occurs on that day.

4. Press the number of the day(s) you wish to switch on or off. To exit, press the [CANCEL] key.

Arming With Not-Ready Zones

The zones in your system are not always ready to arm. For example, a zone would not be ready to arm if one of its sensors has been vandalized, needs service, or detects a potential alarm condition. Zones which are not ready to arm are referred to as not-ready zones.

Your system has been programmed to automatically handle not-ready zones in one of three ways described below. Refer to Section 8 to see how your system was programmed.

Force Arming. With Force Arming, your system arms, even if some not-ready zones exist. All not-ready zones are ignored (bypassed), and therefore, not protected. **Exception:** Not-ready Day Buzzer or Day Bell zones must be manually bypassed before arming can occur. These are zones that cause a buzzer or bell to sound if they are faulted while the system is disarmed. (See Note 1 on page 62.)

Chirp-Alert Arming. With Chirp Alert Arming, your system does not arm if a not-ready zone exists. At the end of the exit delay, your system's sounders chirp. You must re-enter the building and enter a user code, or an alarm sounds. Then, you must either correct or manually bypass these zones before the system can be armed.

Goof-Proof Arming. With Goof-Proof Arming, the system does not arm if there are any not-ready *exit* zones (doors). Instead, an alarm sounds at the end of the exit delay. You must re-enter the building and correct the not-ready zones before arming can occur.

Bypassing

When you manually bypass a zone, the security system functions as if that zone does not exist. **Bypassed zones are not protected.**

The master user can bypass any zone which is programmed for bypassing. Other users may have limited rights to bypass zones, depending on your system's programming.

Restoring bypassed zones. If you manually bypass a 24-hour zone, such as a smoke detector, that zone remains bypassed until you restore it. However, if you manually bypass a zone which is not a 24-hour zone, that zone is restored when you disarm the system.

To Bypass a Zone:

1. When a zone is faulted, the zone's LED is lit. To bypass the zone, press the [Bypass] key. All of the LEDs are off.

2. Enter the two-digit zone number. (For zones 1-9, enter a "0" first.) The LED of the bypassed zone blinks. If the zone cannot be bypassed, you hear a 3-second error tone.

3. Enter your user code. The zone's LED blinks.

To Restore a Bypassed Zone:

1. Repeat the procedure above. The zone operates normally.

Quick Bypassing

Quick bypassing allows you to bypass zones without entering a user code. This option must be programmed into your system by the installer.

With quick bypassing, any user can bypass any bypassable zone.

IMPORTANT: If your system is programmed for quick bypassing, anyone can bypass your system's zones. Since bypassed zones are not protected, this feature increases the likelihood that your system may be defeated. (See Note 1 on page 62.)

To Bypass a Zone with Quick Bypassing:

1. When a zone is faulted, the zone's LED is lit. To bypass the zone, press the Bypass key. Enter the two-digit zone number. For zones 1-9, enter a "0" first.

   The keypad beeps twice. The zone's LED blinks.

To Restore a Bypassed Zone with Quick Bypassing:

1. Follow the above procedure to manually bypass a zone. The zone operates normally.

Optional Arming Features

Your system offers several optional arming features, described below. Refer to Section 8 to see which features are installed on your system.

Extended Exit Delay. This feature automatically resets the exit delay if you re-enter the building while the system is being armed. You may re-enter up to four times; each time, the exit delay is reset to its full value.

Keypad Lockout. Designed to prevent an intruder from guessing a user code, this option causes the system to slow down if a series of invalid user codes are entered. Before a new code can be entered, the user must wait through a delay. The delay lengthens as more invalid codes are entered. Depending upon your system's programming, the keypad lockout may not affect arming.

Keyswitch Arming. This accessory (Sierra S5051 or equivalent) allows you to arm and/or disarm the system with a key. Follow the instructions provided with the switch.

Quick Exit. This option allows you to exit a home-armed building without disarming and re-arming. To start the exit delay, press and hold the [Home] [quick exit] key for 2 seconds until you hear two beeps. Then, enter your user code, and exit. (Depending upon your system's programming, you may not need to enter your user code.)

Exit Termination. This option allows you to shorten the exit delay to the last five seconds by pressing a button connected to your keypad.

Optional Arming Features (continued)

Automatic Home-Arming. Automatic Home-Arming allows you to remain inside a building while its perimeter sensors (such as doors and windows) are armed. Arming begins by entering your user code. If you exit the building during the exit delay, the system arms both the interior and perimeter zones (full arming). However, if you do not exit the building, the system automatically arms the perimeter zones only (home arming).

Canceling an Arming Sequence

Any arming command with an exit delay may be canceled before the system is armed. To cancel an arming sequence, enter your user code during the exit delay.

To Cancel an Arming Sequence:

1. Enter your user code.

Entry Delays

Similar to an exit delay, an entry delay is the time you are allowed to enter the building, walk to the keypad, and enter a user code before an alarm sounds. This delay lasts from 10 to 255 seconds, depending upon your system's programming. The length of the delay may differ, depending on which door you use.

During the entry delay, the Arm LED blinks. The keypad may beep during the delay. If so, it buzzes during the last ten seconds.

Disarming

Regardless of which method was used to arm your system, the disarming sequence is always the same.

Be sure that the door you use to enter the building has been programmed with an entry delay.

To Disarm the System:

1. Enter through a door programmed with an entry delay.
2. Enter your user code.

Automatic (Timed) Disarming

Interior armed	**_X_**
Perimeter armed	**_X_**
Exit allowed	**_X_**
Requires user code	**_X_**
Automatically arms	**_X_**
No entry allowed	___

Your system can automatically disarm itself at preset times of the day. This option must be programmed into your system by your installer.

You can change the days that Automatic Disarming occurs by following the procedure to the right. To stop Automatic Disarming, turn off all of the Automatic Disarming Days. To change the times that Automatic Disarming occurs, contact your installer. (See Note 1 on page 62.)

To Change Automatic-Disarming Days:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code.

2. Press the [Bypass] key **seven times** until you see the following:

   1 2 3 4 5 6 7 8

3. Press the [Home] key. The zone LEDs light to indicate when Automatic Disarming occurs. The zone 1 LED represents Sunday, etc. A lit LED means disarming occurs on that day.

4. Press the number of the day(s) you wish to switch on or off. To exit, press the [CANCEL] key.

Canceling an Alarm

If programmed, your system pauses briefly before sounding an alarm. This gives you the opportunity to cancel a false alarm. You can cancel the alarms of any sensor, including a smoke detector.

The amount of time you have to cancel the alarm depends upon how your installer programmed the system. See the "Cancel Alarm Time" listing in Section 8. Your keypad may beep to warn you that an alarm is about to occur.

Five seconds after an alarm is canceled, your system reverts to normal.

To Cancel an Alarm:

1. The Arm LED blinks and your system's sirens may sound. Press the CANCEL key and enter your user code.

   The Zone LED blinks to indicate an alarm occurred. To clear the display, follow the instructions below.

After an Alarm

You should reset your system after an alarm. This action clears your keypad's display and resets your sensors.

To Reset After an Alarm:

1. Press and hold the CANCEL key for 2 seconds until you hear two beeps.

How to Prevent False Alarms

False alarms are more than a nuisance—they reduce the reliability of your security system. Here are a few steps you can take to prevent the annoyance and expense of false alarms.

1. **Know your system.** Make sure all system users understand how to arm and disarm, and what special functions they can and cannot do.

2. **Remember your user code.** Forgotten user codes are the most common cause of false alarms.

3. If you have an optional keyswitch, be sure you **know where your keys are.**

4. **Shut doors and windows completely.** Before arming the system, be sure all protected windows and doors are closed. As you leave the building, shut the exit door completely.

5. **Regularly test and maintain your system.** Routine testing and maintenance will help you detect a system malfunction early. See Section 6 for more information.

6. **Be selective when arming the system for instant alarms.** This setting should not be used when a user might open a door or window.

7. **Keep pets (and other animals) from motion and infrared sensors.** If you have obtained a pet since your security system was installed, your system may need to be modified. Contact your dealer for more information.

How to Prevent False Alarms (continued)

8. **Bypass trouble zones.** If you have one or more trouble zones (zones with sensors that may need service), bypass them before arming your system. Have the sensor(s) inspected if the problem continues. Remember that bypassed zones are not protected.

9. **Make sure your system clock and calendar are accurate.** Many system functions, such as Kidwatch and Automatic Arming, are time-related. Be sure to adjust your clock to reflect seasonal time changes (such as Daylight Savings Time). Also, check your system's clock and calendar after a power failure. See Section 5 for more information.

Optional Alarm Features

Your system offers additional optional alarm features, described below. Refer to Section 8 to see which of these options are installed on your system.

Alarm Lockout. The system automatically ignores a sensor that repeatedly sends alarm signals.

Silent alarm. With this option, no bells or sirens sound during an alarm, but the monitoring station is notified. If the phone lines are down, or the monitoring station cannot be reached for some other reason, the on-site bells or sirens may be reactivated, depending upon how the system is programmed.

How to Set the Calendar and Clock

If your system's calendar or clock is incorrect, it could result in false alarms. **Since many system functions are time-dependent, it is important to regularly adjust your system's calendar and clock.**

NOTE: Your LED keypad does not display the current date and time. Therefore, when you set the date and time, be sure to enter the numbers carefully.

Reset the calendar and clock after seasonal time changes, such as Daylight Savings Time. Also, even if your system has a backup battery, it is best to check the calendar and clock following a power failure.

NOTE: your system's clock uses a 24-hour, or military-style, format. For example, in a 24-hour format, 1:00 p.m. is expressed as 13:00. When you enter the hours of the day, be sure to use this format. (In 24-hour time, midnight is 00:00 and noon is 12:00.)

To Set the Calendar and Clock:

1. Press and hold the [2] [clock] key for 2 seconds until you hear two beeps. Enter the master user code.

2. The zone 1 LED lights. (Some of the LEDs in the second row of Zone LEDs may also light; you do not need to pay attention to these lights.) Enter the day of the month, using two numbers. When done, press the [Home] key.

3. The zone 2 LED lights. Enter the number of the month, using two numbers. (Enter "01" for January, etc.) When done, press the [Home] key.

4. The zone 3 LED lights. Enter the number of the year, using two numbers. (Enter "98" for 1998, etc.) When done, press the [Home] key.

Calendar and Clock (continued)

To convert from 24-hour time to 12-hour time, subtract 12 hours from all times greater than 12:00; these are p.m. times.

5. The Zone 4 LED lights. Enter the hour of the day, using two numbers. Be sure to use a 24-hour format (see the note. When done, press the Home key.

6. The zone 5 LED lights. Enter the minutes past the hour, using two numbers. When done, press the Home key.

   The system returns to its normal mode.

How to Turn the Warning Tone On/Off

You hear a beeping sound when the system is about to arm, disarm, or sound an alarm. The warning tone reminds you that time remains to cancel the arming or disarming sequence, or to cancel the alarm.

You can turn the tone on or off by following the instructions to the right. If the tone is on, the action turns it off. If the tone is off, the action turns it on.

To Turn Tone On/Off:

1. Press and hold the [7] [pre-warn] key for 2 seconds until you hear two beeps. All of the LEDs blink.

2. Enter the master user code. If you hear three beeps, the tone is now on. If you hear one continuous 3-second beep, the tone is now off.

How to Turn the Chimes On/Off

When your system is set to chime, you hear three beeps whenever you enter a protected door or window. You can turn the chimes on or off by following the instructions to the right. If the chimes are on, this action turns them off.

To Turn Chime On/Off:

1. Press and hold the [4] [chime] key for 2 seconds until you hear two beeps. All of the LEDs blink.

2. Enter the master user code. If you hear three beeps, the tone is now on. If you hear one continuous 3-second beep, the tone is now off.

How to Turn the Backlight On/Off

Whenever you use your keypad, a light automatically illuminates the keys. This backlight shuts off 60 seconds after you have finished using the keypad.

If you wish, you can set the backlight to shine continuously. If you turn the backlight on, you can turn it off again by repeating the procedure to the right.

To Turn Backlight On/Off:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code. The zone 8 LED lights.

2. Press the [Bypass] key **five times** until you see the following pattern of lit zone LEDs:

   1 2 3 4 5 **6 7** 8

3. Press the [Home] key. If you hear three beeps, the backlight is now on. If you hear one continuous 3-second beep, the backlighting is now off.

4. To exit, press the [CANCEL] key.

How to Change the Relay 1 Days

Your system can be programmed with up to four relays that work on the days of the week you specify. The relays are numbered 1, 2, 3, and 4.

The relays are programmed to turn on or off one or more devices which are connected to your system's control panel. You can change the days that Relay 1 works by following the procedure to the right. To change the days that Relays 2, 3, and 4 work, see the following pages.

For example, a business may use a relay to turn on the floodlights near its loading docks automatically. By using the relay schedule menu, the business owner could turn the lights off during the business' upcoming holiday.

To change the time of day that the relays work, contact your installer.

To Change the Relay 1 Days:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code. The Zone 8 LED lights. Press the [Bypass] key **eight times** until you see the following pattern of lit zone LEDs:

   1 2 3 4 5 6 7 8

2. Press the [Home] key. The zone LEDs of your keypad light to show when the relay is active. The zone 1 LED represents Sunday; the zone 2 LED represents Monday, etc. If the LED of a particular day is lit, that means that the relay works on that day.

   Press the corresponding numbers of the day(s) you wish to switch on or off. The

(continued)

Changing Relay 1 Days (continued)

To Change the Relay 1 Days (continued):

appropriate LED should turn on or off, to reflect the change.

3. To exit, press the CANCEL key.

How to Change the Relay 2 Days

To change the Relay 2 days, follow the procedure to the right.

To Change the Relay 2 Days:

1. Press and hold the 5 [walk test] key for 2 seconds until you hear two beeps. Enter the master user code. Press the Bypass key **nine times** until you see:

   1 2 3 4 **5** 6 **7** 8

2. Follow steps 2 and 3 for changing the Relay 1 Days.

How to Change the Relay 3 Days

To change the Relay 3 days, follow the procedure to the right.

To Change the Relay 3 Days:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear a beep. Enter the master user code. Press the [Bypass] key **ten times** until you see:

   1 2 3 4 5 6 7 8

2. Follow steps 2 and 3 for changing the Relay 1 Days.

How to Change the Relay 4 Days

To change the Relay 4 days, follow the procedure to the right.

To Change the Relay 4 Days:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code. Press the [Bypass] key **11 times** until you see:

   1 2 3 4 5 6 7 8

2. Follow steps 2 and 3 for changing the Relay 1 Days.

How to Walk-Test the System

A walk-test allows you to test your system's functions without causing an alarm. You should conduct a walk-test once a week.

The first step of a walk-test is to place your system in walk-test mode. Then, walk in front of motion sensors, and open protected doors and windows. Each time a sensor detects your presence, the keypad beeps, and lights the LED of the most recently faulted zone in its display.

If your system fails to detect a sensor, exit the walk-test mode and make sure the sensor's zone is not bypassed. (The LED of a bypassed zone blinks slowly.) If the zone is bypassed, remove the bypass and repeat the walk-test. If your system still fails to detect the sensor, contact your service representative.

IMPORTANT: during a walk-test, your building is not protected against actual alarms.

To Conduct a Walk-Test:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code. You see the following pattern of lit zone LEDs:

   1 2 3 4 5 6 7 8

2. Press the [Home] key.

3. Test your sensors by opening protected doors and windows, and by walking in front of motion sensors. The keypad beeps twice each time you open and close a protected door or window, or a motion detector senses your presence. The affected zone LED lights.

4. When done, press the [CANCEL] key.

How to Use Event Memory

Your system records important events, such as alarms, in Event Memory. You can review Event Memory to monitor the status of your system. As many as 500 events may be recorded, depending upon your system's configuration.

Within Event Memory, your keypad's zone LEDs light in patterns to identify different events. The table on the next pages shows the various patterns the keypad uses.

To Review Event Memory:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code.

2. Press the [Bypass] key until you see the following pattern of lit zone LEDs:

   1 2 3 4 5 6 **7** 8

3. Press the [Home] key.

4. To view the oldest events first, press [1]. To view the latest events first, press [4]. The keypad beeps twice. For the next 15 seconds, the zone LEDs display the earliest or latest event.

5. Press [1] to view the next event, or [4] to view the previous event.

6. To exit, press the [CANCEL] key .

Lit Zone LEDs	Meaning
1 2 3 4 5 6 7 8	An alarm occurred.
1 2 3 4 5 6 7 8	A system device was deliberately damaged.
1 2 3 4 5 6 7 8	A sensor was in need of service.
1 2 3 4 5 6 7 8	An alarm condition was corrected.
1 2 3 4 5 6 7 8	A zone was bypassed.
1 2 3 4 5 6 7 8	A bypass on a zone was removed.
1 2 3 4 5 6 7 8	The system was disarmed.
1 2 3 4 5 6 7 8	The system was armed.
1 2 3 4 5 6 7 8	A walk-test began.
1 2 3 4 5 6 7 8	A walk-test ended.
1 2 3 4 5 6 7 8	A user canceled an alarm.
1 2 3 4 5 6 7 8	An attempt to contact the monitoring station failed.
1 2 3 4 5 6 7 8	A communications problem was corrected.
1 2 3 4 5 6 7 8	The system lost its AC (house current) power.
1 2 3 4 5 6 7 8	The system's AC (house current) power was restored.
1 2 3 4 5 6 7 8	The system's backup battery was low.
1 2 3 4 5 6 7 8	A low battery condition was corrected.
1 2 3 4 5 6 7 8	Not used.
1 2 3 4 5 6 7 8	The primary phone line was disconnected.
1 2 3 4 5 6 7 8	The primary phone line was reconnected
1 2 3 4 5 6 7 8	The secondary phone line was disconnected.
1 2 3 4 5 6 7 8	The secondary phone line was reconnected.
1 2 3 4 5 6 7 8	A medical emergency alarm occurred.
1 2 3 4 5 6 7 8	A medical emergency alarm was restored.
1 2 3 4 5 6 7 8	A police emergency alarm occurred.
1 2 3 4 5 6 7 8	A police emergency alarm was restored.
1 2 3 4 5 6 7 8	A fire alarm occurred.
1 2 3 4 5 6 7 8	A fire alarm was restored.
1 2 3 4 5 6 7 8	The system was placed in the programming mode
1 2 3 4 5 6 7 8	The system was taken out of the programming mode.
1 2 3 4 5 6 7 8	A wireless device malfunctioned.
1 2 3 4 5 6 7 8	A malfunction in a wireless device was corrected.
1 2 3 4 5 6 7 8	A wireless device had a low battery.
1 2 3 4 5 6 7 8	A wireless device's low battery was corrected.
1 2 3 4 5 6 7 8	The system reset itself, most likely because of a momentary power loss.
1 2 3 4 5 6 7 8	The sirens or bells malfunctioned.
1 2 3 4 5 6 7 8	A malfunction in the system's sirens or bells was corrected.
1 2 3 4 5 6 7 8	An alarm occurred when an exit door was not completely closed during arming.
1 2 3 4 5 6 7 8	The duress code was used.
1 2 3 4 5 6 7 8	The Kidwatch Code was not entered within the Kidwatch window.
1 2 3 4 5 6 7 8	Not used.
1 2 3 4 5 6 7 8	Not used.
1 2 3 4 5 6 7 8	Not used.
1 2 3 4 5 6 7 8	A test report was sent using phone line 1.
1 2 3 4 5 6 7 8	A malfunction in a sensor was corrected.

(Table continued on next page)

Lit Zone LEDs	Meaning
1 2 3 4 5 6 7 8	Not used.
1 2 3 4 5 6 7 8	A damaged sensor was corrected.
1 2 3 4 5 6 7 8	An electrical circuit is shorted. (Ground fault.)
1 2 3 4 5 6 7 8	A ground fault condition was corrected.
1 2 3 4 5 6 7 8	A partial power loss occurred (brown out).
1 2 3 4 5 6 7 8	A partial power loss was corrected.
1 2 3 4 5 6 7 8	An accessory device trouble condition occurred.
1 2 3 4 5 6 7 8	An accessory device trouble condition was corrected.
1 2 3 4 5 6 7 8	A sensor was tampered with.
1 2 3 4 5 6 7 8	Problems caused by a sensor being tampered with were corrected.
1 2 3 4 5 6 7 8	A keypad was malfunctioning.
1 2 3 4 5 6 7 8	A malfunction in a keypad was corrected.
1 2 3 4 5 6 7 8	A keypad was tampered with.
1 2 3 4 5 6 7 8	Problems caused by a keypad being tampered with were corrected.
1 2 3 4 5 6 7 8	A SpreadNet (wireless) keypad did not communicate with the system.
1 2 3 4 5 6 7 8	Problems with a SpreadNet (wireless) keypad's communication were corrected.
1 2 3 4 5 6 7 8	A SpreadNet (wireless) keypad had a low battery.
1 2 3 4 5 6 7 8	Problems with a SpreadNet (wireless) keypad's battery were corrected.
1 2 3 4 5 6 7 8	A system user used the Quick Exit feature.
1 2 3 4 5 6 7 8	The system's power was turned on.
1 2 3 4 5 6 7 8	The system had too many messages to report to the monitoring station.
1 2 3 4 5 6 7 8	A wireless keyfob or remote had a low battery.
1 2 3 4 5 6 7 8	Problems with a keyfob or remote's low battery were corrected.
1 2 3 4 5 6 7 8	A test report was sent using phone line #2.
1 2 3 4 5 6 7 8	A memory error occurred.
1 2 3 4 5 6 7 8	User code entry problem, keypad lock.
1 2 3 4 5 6 7 8	User code entry problem corrected.
1 2 3 4 5 6 7 8	A SpreadNet receiver interference problem occurred.
1 2 3 4 5 6 7 8	A SpreadNet receiver interference problem was corrected.

How to Test the Bells and Sirens

You can test your system's bells and sirens by following the procedure to the right. (See Note 2 on page 62.)

To Test the Bells and Sirens:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code.

2. Press the [Bypass] key **twice** until you see the following pattern of lit zone LEDs:

   1 2 3 4 5 6 7 8

3. Press the [Home] key. Your system's bells or sirens ring for 4 seconds.

4. To exit, press the [CANCEL] key.

To Start a Remote Programming Session

If you have a monitoring station hookup, your installer may be able to program your security system through the telephone line. It is not necessary for a technician to come to your home or business to make changes to your system.

At your installer's prompting, you can initiate a remote programming session by following the directions to the right.

To Start A Remote Programming Session:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code.

2. Press the [Bypass] key **three times** until you see the following pattern of lit zone LEDs:

   1 2 3 4 5 6 7 8

3. Press the [Home] key.

   The remote programming session begins. Normally, a remote programming session takes just a few minutes.

How to Test the Battery

Your system may include a backup battery. If it does, the system will continue to function during a power failure, because it will draw power from the battery.

You can test the charge in your system's battery by following the procedure to the right.

If your backup battery's charge is low, the service LED lights. To investigate the service message, follow the instructions in "Troubleshooting Service Conditions," later in this section.

To replace your system's battery, contact your service representative. (See Note 2 on page 62.)

To Test the Battery:

1. Press and hold the [5] [walk test] key for 2 seconds until you hear two beeps. Enter the master user code.

2. Press the [Bypass] key **four times** until you see the following:

   1 2 3 4 5 6 7 8

3. Press the [Home] key.

4. Press the [Home] key. The keypad beeps three times. The battery test begins. The test takes approximately 3 minutes. To clear the display, press the [CANCEL] key.

   When the test is over, the keypad beeps. If the battery's charge is low, the service LED lights.

   To replace your system's battery, call for service.

Common System Messages

Below is an explanation of the common messages your keypad might display. Beside each message is a discussion of what responses are appropriate. If you find the response is ineffective, call your local C&K service representative.

You can get more than one error message at a time. For example, you may note the Zone 3 LED is blinking slowly, the Zone 6 LED is steadily lit, and the Ready LED is unlit. This means that Zone 3 is bypassed, Zone 6 is faulted, and the system is not ready to arm.

If you notice:	That means:	What to do:
Power LED is off	The keypad is not receiving power, or is not functioning.	Verify that the rest of the building is receiving power; then call for service.
Zone LED is on	A zone is faulted; system cannot fully arm.	Correct the fault (by closing doors and windows) or bypass the zone.
Zone LED blinks unevenly	A sensor may need service (trouble zone).	Bypass the sensor, or arrange for repair.
Zone LED blinks quickly (3 blinks in 2 seconds)	The sensor has been tampered with, or has signaled an alarm.	Reset the system, as described in Section 4. If LED continues to blink, call for service.
Zone LED repeatedly blinks quickly or unevenly	A sensor may need service.	Call for service.
Ready LED is off	Any one of your sensors may be faulted.	Depending upon your arming type, your system may be able to arm. If not, correct any faulted zones and then attempt to arm.
Zone LED blinks slowly (2 blinks, 3 seconds)	The zone is bypassed.	Remember the zone is unprotected. You can remove the bypass (see Section 3) or arm/disarm with bypass in place.

Troubleshooting Service Conditions

Your system notifies you if a keypad, sensor, or other system component, needs service by lighting the Service LED and by beeping twice every 30 seconds for one minute.

To get more information about the service message, press and hold the [3] [service] key for two seconds until you hear two beeps. One or more of the LEDs of Zones 5, 6, 7, and 8 light. As the table below shows, different messages are conveyed depending on which LEDs are lit. (In the table, lit LEDs are shown in black.) Follow the recommended course of action listed in the table.

To stop the service message warning tone, enter your user code between the two beeps.

You may have more than one service message. To view the next message, press the [3] key again. If there are no new messages, your keypad exits the Service Message display.

LEDs	Message	What to do
1 2 3 4 5 6 7 8	A system component has been vandalized.	Call for service.
1 2 3 4 5 6 7 8	A system component is not communicating with the control panel.	Call for service.
1 **2** 3 4 5 6 7 8	A keypad has been vandalized.	Call for service.

(Table continued on next page)

LEDs	Message	What to do
1 2 3 **4** 5 6 7 8	A wireless keyfob or remote arming device has a low battery.	The second row of zone LEDs light in a binary pattern to identify which device has the low battery. To replace the battery, call for service.
1 2 3 4 **5** 6 7 8	A keypad is malfunctioning.	Call for service.
1 2 3 4 **5 6** 7 8	Phone line 2 is not working.	If line is functioning, call monitoring station. If not, call telephone company for service.
1 2 3 4 **5 6 7** 8	Brown out (power loss short of total failure)	When power returns to normal, the system should revert to normal functioning. If not, call for service.
1 2 3 4 **5 6** 7 **8**	Electrical power from the system has short-circuited to the ground wire.	Call for service.
1 2 3 4 **5** 6 **7** 8	The external bell/siren needs service.	Call for service.
1 2 3 4 **5** 6 7 **8**	Self-diagnostic failure of a sensor.	Call for service.
1 2 3 4 **5** 6 **7 8**	Phone line 1 not working.	If line is functioning, call monitoring station. If not, call telephone company for service.
1 2 3 4 **5 6 7 8**	There are too many messages to be sent to the monitoring station.	If the telephone line is functioning, contact your monitoring station. If not, report the problem to the telephone company.
1 2 3 4 5 **6** 7 8	The monitoring station (phone #2) does not answer.	If the telephone line is functioning, contact your monitoring station. If not, report the problem to the telephone company.

(Table continued on next page)

LEDs	Message	What to do
1 2 3 4 5 6 **7** 8	The control panel's battery is low.	If there has been a recent power outage, allow the battery to re-charge overnight. If the problem remains, call for service.
1 2 3 4 5 6 **7 8**	The monitoring station (phone #1) does not answer.	If the telephone line is functioning, contact your monitoring station. If not, report the problem to the telephone company.
1 2 3 4 5 6 7 **8**	There is a power failure in progress.	Look for signs of power failure in other building equipment; if not found, call for service. Reset the calendar and clock, once power is restored.

What Areas Do

The S5832 control panel allows you to divide (or "partition") a building into as many as **eight areas**, regions that can be armed and disarmed individually. Designed primarily for commercial settings, areas can limit an individual's access to portions of a building.

A building that is divided into areas may include a common area, an area most system users can arm and disarm. The first diagram shows how a building could be divided to include a common area.

Buildings may also be partitioned without a common area. As the second diagram shows, this setup works well for structures with tenant spaces, but no lobby or shared hallway.

Each system user is assigned rights to certain areas. Users can arm and disarm only those areas to which they have rights.

When a building is divided into areas, portions of the building

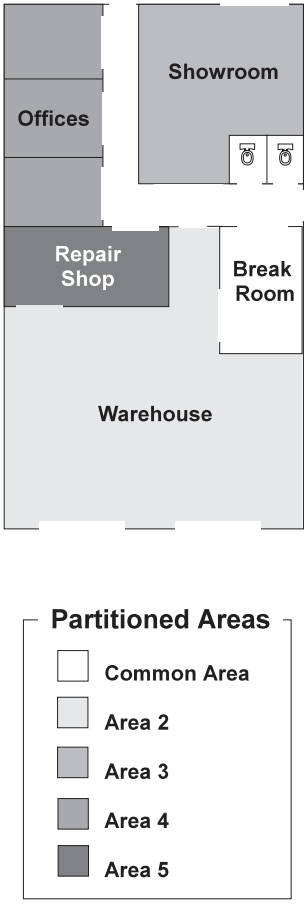
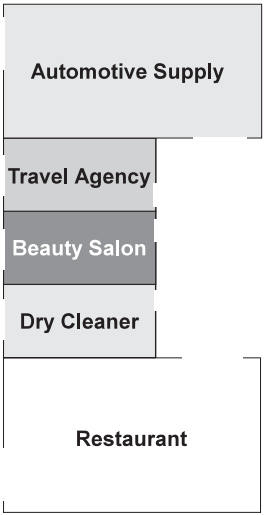


Diagram 1
Partitioned building with a common area



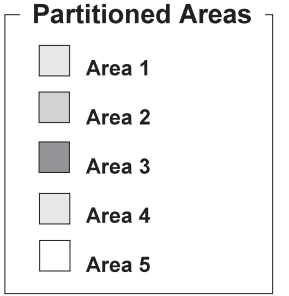


Diagram 2
Partitioned building with no common area

can be independently armed and disarmed. In the case of the first building illustrated, an employee can work in the repair shop while the showroom, offices, and warehouse are armed. Similarly, in the case of the second illustration, the restaurant can remain open after the other shops are closed and armed.

Dividing a building into areas changes the following system functions:

1. Users have restricted access to system functions. A user with access to only one area cannot issue commands affecting other areas.

2. Keypads may respond differently, depending upon where they are located and how they are programmed. Your LED keypad is limited to handling information about its assigned area only.

How Areas Affect User Codes

As described below, some of the user code types function differently in a partitioned system.

Grand Master User Code. The grand master user can assign and change user codes, and may be able to arm and disarm the entire system. Only the grand master user and your installer can view and change the grand master user code.

Area Master User Code. Each area has its own master user. The area master user can make any user-controlled changes within a given area.

Area Basic User Code. Area basic users can disarm and may be able to arm, bypass, or make other changes within an area. Users can have rights to more than one area.

If your building is divided into areas, your system may also recognize one or more of these optional user code types:

Area Maid Code. Maid Days are assigned to each area, so if you need to change the Maid Days, you must make the changes for each area individually.

Kidwatch Code. Your system recognizes only one Kidwatch Code, regardless of how many areas are present. The Kidwatch Code is assigned to area 1.

Area Duress Code. One duress code can be assigned to each area.

Area Relay Code. One relay code can be assigned to each area.

Pre-Assigned Area User Numbers

As the table below shows, some user numbers are reserved for specific user types. For example, User 11 is the pre-assigned Kidwatch user number. If programmed, your system automatically restricts User 11 to the limited Kidwatch privileges.

When your system does not recognize a given user type, the user number functions like other non-reserved user numbers. If your building is not divided into areas, user codes reserved for areas do not apply. Also, if your building is divided into only two or three areas, codes reserved for the remaining areas do not apply.

No.	Reserved User
01	Grand Master User
11	Kidwatch
12	Area 1 Master
13	Area 1 Maid
15	Area 1 Duress
16	Area 2 Master
17	Area 2 Maid
19	Area 2 Duress
20	Area 3 Master
21	Area 3 Maid
23	Area 3 Duress
24	Area 4 Master
25	Area 4 Maid

No.	Reserved User
27	Area 4 Duress
28	Area 5 Master
29	Area 5 Maid
31	Area 5 Duress
32	Area 6 Master
33	Area 6 Maid
35	Area 6 Duress
36	Area 7 Master
37	Area 7 Maid
39	Area 7 Duress
40	Area 8 Master
41	Area 8 Maid
43	Area 8 Duress

Changing Area User Codes

In a system with multiple areas, an Area Master User can only change the codes of the users assigned to that area. If you attempt to change the code of a user when you do not have the right to do so, you hear an error tone.

How Areas Affect the System

If your building is divided into areas, your LED keypad is assigned to one area only. From the LED keypad, you can only make changes that affect that area alone. This is described in more detail below.

Arming and disarming. Your LED keypad can be used to arm and disarm its assigned area only. You cannot disarm other areas from the LED keypad.

Bypassing. You can use the LED keypad to bypass only those zones within the assigned area.

Obtaining other system information. From the LED keypad, you can get information about the zones within the assigned area only.

Canceling alarms. You can only cancel alarms occurring within the assigned area.

System Configuration

Your installer will fill out these pages, to indicate how your system has been configured.

Setup

Monitoring Station: _____Yes _____No
Maximum Number of Users: _____
Partitioned: _____Yes _____No
Keypad assigned to area #:_____
Alternate Language: _____
Learning Period (days): _____ Begins: _____

Options

Check if installed:

_____Maid Code
_____Kidwatch Code
_____Duress Code

_____Automatic (Timed) Arming
_____Automatic Disarming
_____Home Arming
_____Quick Home-Arming
_____Quick Full-Arming
_____Automatic Home-Arming
_____Quick Instant Home-Arming

_____Force Arming
_____Goof-Proof Arming
_____Chirp Alert Arming

_____Quick Bypassing
_____Quick Exit
_____Exit Termination

_____Extended Exit Delay
_____Keypad Lockout
_____Alarm Lockout
_____Silent Alarm

Emergency Keys:
_____Medical
_____Fire
_____Police

_____ Keyfob Arming
_____ Keyswitch Arming

Temporary Maid Code Hours: _____

Kidwatch Time: _____

Entry Delay #1 _____enter through:_____

Entry Delay #2: _____enter through:_____

Exit Delay: _____

Cancel Alarm Time: _____

Automatic Arming Time: _____

Automatic Disarming Time: _____

Device Connected to Relay 1: _____

_____

Device Connected to Relay 2: _____

_____

Device Connected to Relay 3: _____

_____

Device Connected to Relay 4: _____

_____

Other: _____

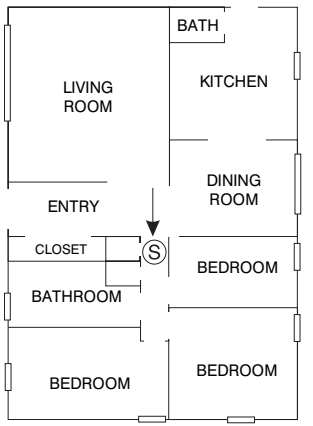
Where to Place Smoke Detectors

One or more of the zones of your security system can be connected to a smoke detector. When installing smoke detectors, we recommend that you follow the United States' National Fire Protection Association's guidelines for smoke detector placement.

For the best early warning, smoke detectors should be installed in every room. At least one smoke detector should be installed in a central location, near the bedrooms. In new construction, a smoke detector must be installed in each bedroom.

Smoke detectors should also be installed in living rooms, closets, utility and storage rooms, basements, and attached garages. One detector should be placed on every floor.

Place a smoke detector near each group of bedrooms. Locate the detectors between the bedrooms and common areas of the house.



S = SMOKE DETECTOR

For more information, contact the National Fire Protection Association at Batterymarch Park, Quincy, MA 02269. Ask about *Standard #72, Chapter 2.*

How to Evacuate in an Emergency

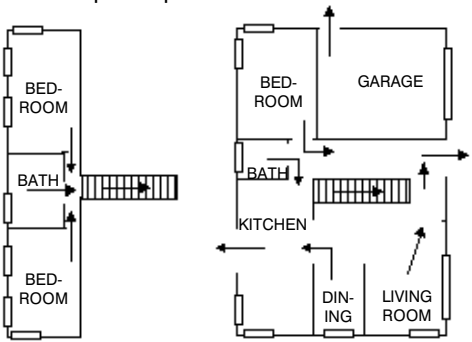
Every household and business should prepare for a fire by establishing escape routes and regularly practicing escapes. The National Fire Protection Association recommends you take the following steps to develop your own emergency plan:

1. Determine at least two means of escape from every room, especially bedrooms. Remember that normal exits, such as doors, may be blocked. Plan for family members to meet outside at a specific location.

2. Sketch your escape plans (like those below). Post copies of the escape plan in each room. Keep escape routes free from obstructions.

3. Keep all bedroom doors shut when sleeping, to prevent deadly smoke from entering the rooms.

4. In the event of a fire, do not open a warm or hot door. Even if a door is cool, open it with your shoulder, and be ready to shut it immediately if hot air rushes in.



SECOND FLOOR **FIRST FLOOR**

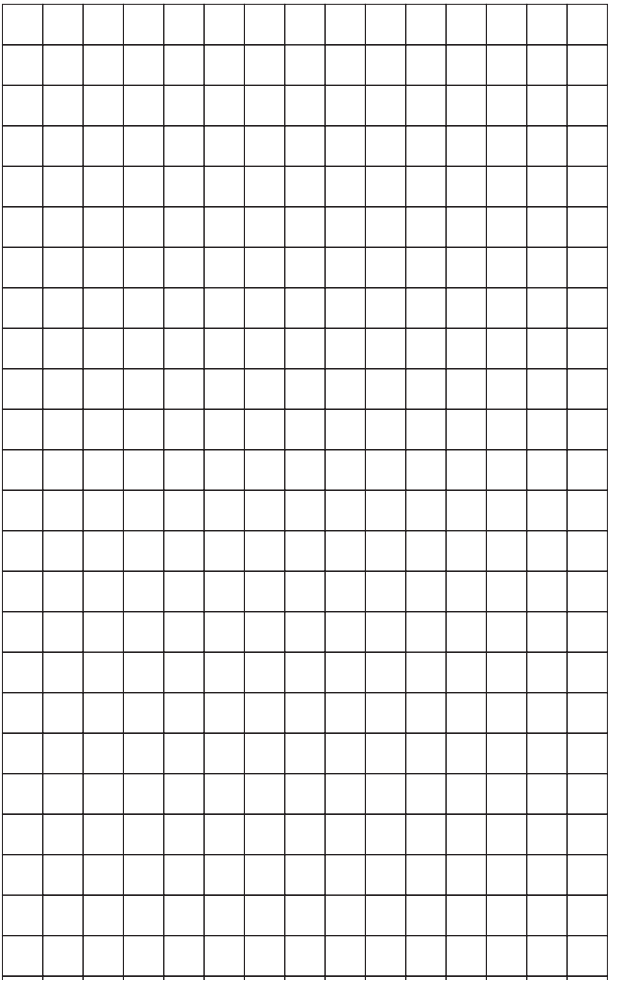
Sample Evacuation Plan

5. Move quickly out of the house. Do not panic. If the house is smoky, stay low to the ground. Crawl and hold your breath, if possible.

6. Once outside, choose one person to notify emergency personnel. **Do not go back into the house for any reason.**

Sketch

Below is a space to sketch how the building is zoned and/or divided into areas. Be sure to note how the zones and/or areas are numbered and labeled.



Glossary of Terms

Area: a region of a building that can be armed and disarmed independently of the remainder of the building.

Bypassing: the act of instructing your security system to ignore a zone. A bypassed zone is not protected.

Entry Delay: The amount of time you have to enter your armed building, walk to the keypad, and enter your user code before an alarm sounds.

Exit Delay: The amount of time you have to exit and secure your building before an alarm sounds.

Faulted: describes a condition which, if the system were armed, would cause an alarm, such as an opened door or window. Faulted zones must be corrected or bypassed before arming occurs.

Full Arming: a method of arming that arms all of your system's sensors, both along the building's perimeter, and inside the building.

Home Arming: an arming method that arms only those sensors along the perimeter of your building.

Instant Arming: a method of arming that triggers an alarm the instant a sensor detects an alarm condition.

Monitoring Station: a service that monitors the status of your security system through a telephone hook-up.

Tamper: describes a sensor, or other system equipment, that has been deliberately damaged.

Trouble: describes a sensor, or other system equipment, that may be in need of service.

User Code: a secret four-digit number used to arm and disarm the system, and make other changes.

User Number: a two-digit number assigned to each user.

Zone: a sensor or a group of sensors protecting a region of your building.

24-Hour Zone: a zone, such as a smoke detector, which is programmed to detect alarm conditions whether your system is armed or disarmed.

Notes

1. Some features described in this manual may not be available due to U.L. or local requirements. Contact your installation company for further information.

2. These tests should be conducted on a weekly basis. Contact your installation company for your particular requirements.

Index

Alarm
- canceling 30
- lockout 32
- resetting after 30
- silent 32

Area
- defined 51
- effects on system 55

Area user codes
- assigned 54
- changing 54
- types 53

Arming
- automatic 18, 22
- automatic home- 27
- canceling 27
- Chirp-Alert 23
- full- 18, 19
- Force 23
- Goof-Proof 23
- home- 18, 20
- instant home- 18, 21
- quick 18
- quick full- 19
- quick home- 20
- quick instant home- 21

Backlight, turning on/off 36
Battery test 46
Bell test 44
Bypassing 24
Bypassing, quick 25

Calendar, setting 33
Chimes, turning on/off 35
Clock, setting 33

Date, setting 33
Disarming 28
Disarming, automatic 29

Emergency keys 4, 6
Entry delays 28
Event Memory 41
Exit delay 19
Exit termination 26
Extended exit delay 26

False alarms, preventing 31

Glossary 59

Keyfob, deleting lost 10
Keypad lockout 26
Keyswitch arming 26

LEDs, understanding 5
Learning period 3

RPS session 45
Relay 1 days, changing 37
Relay 2 days, changing 38
Relay 3 days, changing 39
Relay 4 days, changing 39
Remote, deleting lost 10
Remote Programming Session 45

Secondary Function Keys 4
Service conditions 48
Silent Alarm 32
Siren test 44
System messages 47

Quick exit 26

Time, setting 33
Troubleshooting guide 48

User codes, types
- basic 11
- duress 16
- Kidwatch 12
- Maid 14
- Master User 11
- relay 16
- Temporary Maid 15
- with areas 53

User codes, using
- assigning 8
- changing 8
- deleting 10
- entering 7, 10

User numbers 7,17

Walk-test 40
Warning tone, turning on/off 35

For service on this system, contact:

Company: _____

Address: _____

_____

Telephone: _____

_____

Copyright 1998, C&K Systems, Inc.
5-051-532-01 Rev B

http:// www.cksys.com

Sierra is a registered trademark
of C&K Systems
C&K is a registered trademark of
C&K Components